

ORC

Ability Score Increase. Your Strength score increases by 2, and your Constitution or Charisma increases by 1.

Age. Orcs reach physical adulthood around the same time as humans, though they may be considered culturally adults before then. They age noticeably rarely live longer than 50 years.

Alignment. Orcs are often treated harshly in other societies. They tend to be Chaotic.

Size. Orcs tend to be slightly larger and bulkier than humans, averaging at six feet tall and 200-300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hotblooded. When you are reduced to 0 hit points, you may make a melee attack against a hostile creature near you as a reaction. If you reduce the creature to 0 hit points, you fall to 1 hit point instead of 0.

Menacing. You gain proficiency in the Intimidation skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.





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